

# D&D FOR KIDS

## A SIMPLER WAY TO PLAY

**Introduction:** This document has been designed to allow younger players to experience Dungeons and Dragons without frightening them off with all the rules and complicated procedures of the main game. It's very stripped back, and focuses purely on the adventuring!

*A simple tweak on D&D 5th edition for younger players*

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# INTRODUCTION

*"Great acts are made up of small deeds"*  
—Lao Tzu

## WELCOME!

Good evening, fellow traveller. This document has been created with the young in mind, and will hopefully allow you to play D&D with those eager to play but not old enough to understand the rules.

It's aimed at making the official rules of D&D as simple as possible, stripping away the more intricate parts of the game and focusing on the adventuring.

## USING THESE RULES

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In order to use these rules, you'll simply need a d20 (20 sided dice) and a d6 (6 sided dice) per player, and each player should fill out a character sheet (see below). You'll also need a pencil and a rubber.

Before your adventure begins, it might be worth making sure that the players know who's the boss; that's you, the Dungeon Master (DM)! You have final word on any and all decisions.

## COMBAT AND ABILITY CHECKS

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The more you read this document, the more you may realise that there aren't any modifiers anywhere! This is because everything is checked via a straight roll of the d20.

When in combat, to hit a monster, the players roll a d20 and must meet or beat that monster's armour rating. They then roll damage using the d6.

The same can be said of characters performing actions. A simple dice check (DC) will determine if the player is successful. DC5 is easy, DC10 is moderate and DC15 is hard.

## ROLL INITIATIVE

To figure out who takes their turn in combat in what order, each player should roll initiative. They do this by rolling their d20 and giving the score to the DM, who should make note. This indicates the order that combat is fought.

Because the DM controls the monsters during combat, they should roll for initiative also, as this will indicate when the monsters will strike, and rangers should roll for their companions separately.

## ACTIONS DURING COMBAT

As per the normal rules of D&D 5th edition, characters can move and make 1 action in each turn of combat.

This could include attacking with a weapon or casting a spell, or using an ability of some sort.

If using a map, characters and monsters can move 6 spaces. If not, just let your imagination do the talking.

## 20s AND 1s

If a roll on a d20 is a 1, this is especially bad, and should be represented by weapons being dropped or monsters falling over etc. A 20 is the opposite, and represents something particularly lucky happening.

A roll of 20 to hit when attacking will deal double damage (usually 2d6) in combat.

## CHARACTER DEATH

It's safe to say that avoiding tears here is top priority! Therefore, in D&D for kids, characters are always just knocked unconscious if they reach 0 hit points, and will wake up again soon after with 5hp.

## CHARACTER CREATION

When the players are creating a character, they should pick from the following roles:

- A fighter, possibly a Knight of some sort, or a favourite hero from a computer game or TV show, armed with a sword and shield.
- A wizard, able to heal the party and blast the enemy with ferocious magic spells.
- A ranger, accompanied by a favourite pet, able to stalk the wilderness and armed with a bow.

### HEALTH AND ARMOUR

Regardless of who their character is, all characters will have 10 hit points (hp) per character level. For example, a level 2 character will have 20hp.

In a traditional game of D&D, armour class is figured out by what the character is wearing and modified by their dexterity. To simplify things, all characters have an armour rating of 13.

### THE FIGHTER

This class of character will be used to represent pirate renegades, heroic space kids and brave elf boys. Regardless, a player with a fighter character begins the game with the following:

- A sword or axe of some sort.
- A shield.
- 2 magic health potions.

### THE WIZARD

Able to wield spells with expert skill, wizard characters will likely be fairies from enchanted forests, wise magicians and even young apprentices from a certain school. Wizard characters begin the game with the following:

- A magic wand or magic staff.
- 2 spells (player's choice).
- 2 magic health potions.

### THE RANGER

An experienced hunter of the wilds, accompanied by their trusty familiars, rangers are skilled fighters who attack from afar. Rangers begin the game with the following:

- A bow with plenty of arrows (or some other type of ranged weapon with loads of ammo).
- 2 magic health potions.
- An animal companion of some sort. Obviously, a pet dragon is a little silly unless it's tiny like a cat. Use common sense here.

## APPENDIX A - WEAPONS & MAGIC ITEMS

Use the following rules and profiles for the character's starting equipment.

### BOW (RANGER ONLY)

A bow or other ranged weapon can shoot any distance within reason, and will deal 1d6 damage per shot. A bow can't be shot at monsters within arms reach as it's too cumbersome.

### MAGIC HEALTH POTION

One swig of a magic health potion will restore 10hp. One use only.

### MAGIC WAND/STAFF (WIZARD ONLY)

A magic wand or staff is used to cast spells, chosen from appendix B. A wand/staff can also be used to shoot a fireball at an opponent, dealing 1d6 damage and possibly setting something alight!

### SWORD

A sword or axe deals 1d6 damage to monsters within arms reach.

### SHIELD (FIGHTER ONLY)

Whether a slab of metal or a crudely made wooden buckler, a shield adds +2 to the characters armour rating.

## APPENDIX B - MAGIC SPELLS

A wizard can pick 2 spells at level 1, and may pick 1 extra spell per character level. For example, a level 2 wizard would know 3 spells. Allow the player to pick at the beginning of each adventure.

### BIG HEAL

With a wave of their wand, the wizard can heal a character to full health. One use per adventure.

### HEAL

A healing wave rushes over the character as they are healed 10hp.

### LEVITATE OBJECTS

Flicking their wand with concentration and uttering a magic phrase, the wizard can make a person sized object or smaller levitate in the air, and move it around with their wand.

### MAGIC LIGHT

The wizard creates a light source on the end of their wand, like a torch. They can turn it off whenever they wish.

### SPEAK TO ANIMALS

The wizard can use this spell to communicate with wild animals.

### TELEPORT

A puff of smoke, and the wizard has disappeared, only to reappear nearby.

### TRICKS

A canny and sly wizard may be able to trick their opponent by making noises from the other end of the room, or making lights flicker on or off, or by opening cupboard doors so they can sneak by.

### ALTERNATIVELY...

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If you possess a copy of the *Wizards and Spells* book by Wizards of the Coast, there are several spells listed inside. However, there's no actual information for damage dealt etc, so you may have to improvise.

### A FINAL NOTE TO THE DM

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You may have noticed that many of the rules here are pretty vague. That's because we don't want to bog down the younger players and confuse them, and instead keep the narrative rolling.

When creating adventures using these rules, it may be prudent to re-work profiles for monsters to reflect those of the characters. For example, you don't want a huge dragon with over 100hp and an armour rating of 18 for the party to deal with, as it'll very quickly slow the game down and probably put the players off.

In addition, if a monster gets to attack more than once a turn, it'll significantly increase its difficulty. Really, you want to focus on the creature's hp, armour and give it one or two types of attack but keep the damage to 1d6. At higher levels, obviously adjust this as you see fit. But the important thing here is that the younger players enjoy the experience.

After all, the number 1 golden rule is to have fun.

Name:	Health:	Armour:
Weapons & Spells:		Equipment & Treasure:
Notes:		

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